

IN THE CLAIMS:

1. (Currently Amended) A recording medium used for storing data, comprising:

a data structure encoded on the computer readable medium for processing by a computer program to provide a video output on a display device, the data structure including a

5 digital stream generated by multiplexing a video stream and a graphics stream, wherein:

the graphic stream is a sequence of a plurality of packets which include a packet containing control information; and

the control information indicates that graphic data contained in a preceding packet in the sequence is to be displayed at a predetermined time in a state of being overlaid on the
10 video stream.

2. (Currently Amended) The recording medium of claim 1, wherein:

each of the plurality of packets belongs to any of a plurality of display sets which are each used for reproducing a graphics display; and

the graphics data and the control ~~information~~ data belong to different display sets.

15 3.-6. (Cancelled)

7. (Currently Amended) A reproduction apparatus for reproducing a digital stream generated by multiplexing a video stream and a graphics stream, comprising:

a video decoder operable to decode the video stream to generate a moving picture;
and

20 a graphic decoder operable to decode the graphics stream to generate graphics,
wherein

upon reading control information data in the graphics stream, the graphics decoder transfers graphics ~~which has been~~ generated by decoding graphics data that precedes the control information data in the graphics stream to a plane memory, based on the control information data.

5 8. (Currently Amended) The reproduction apparatus of Claim 7, wherein:
the graphics stream includes a plurality of display sets each of which is used for producing a graphics display; and

upon reading [[the]] ~~a display set to which the graphics data belongs,~~ the graphics decoder ~~decodes the~~ stores graphics data ~~to generate the graphics and stores the generated~~
10 ~~graphics to belonging to the read display set into~~ an object buffer.

9.-12. (Cancelled)

13. (Currently Amended) A method of recording onto a recording medium, comprising the steps of:

generating application data; and
15 recording the application data to the recording medium, wherein:
the application data includes a digital stream generated by multiplexing a video stream and a graphics stream;

the graphics stream is a sequence of a plurality of packets which include a packet containing control information data; and

20 the control information data indicates that graphics data contained in a preceding packet in the sequence is to be displayed at a predetermined time in a state of being overlaid on the video stream.

14. (Currently Amended) A computer-readable recording medium storing a program
used in for causing a computer ~~for reproducing to reproduce~~ a digital stream generated by
multiplexing a video stream and a graphics stream, comprising:

program code operable to cause the computer to decode the video stream to
5 generate a moving picture; and

program code operable to cause the computer to decode the graphics stream to
generate graphics, and overlay display the graphics ~~and the moving picture~~, wherein

~~upon reading control information in~~ when control data is read out from the
graphics stream, ~~the graphics which has been displaying program code causes the computer to~~
10 transfer graphics generated by decoding graphics data that precedes the control ~~information data~~
in the graphics stream, ~~is transferred to~~ to a plane memory based on the control ~~information data~~.

15. (Currently Amended) A method of reproducing a digital stream generated by
multiplexing a video stream and a graphics stream, comprising the steps of:

decoding the video stream to generate a moving picture; and
15 decoding the graphics stream to generate graphics~~[[;]]~~ , and displaying the
graphics, wherein

upon reading control information data in the graphics stream, transferring the step
of displaying the graphics which has been generated by decoding stream transfers graphics
generated by decoding graphics data that precedes the control ~~information data~~ in the graphics
20 stream to a plane memory, based on the control ~~information data~~.